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Test Match contains 2 programs. A full five day Test Match, and a limited-over one day game. Each simulation includes a full scoreboard and all the thrills of our National game. You will need to make those important captain's decisions that can turn you overnight into either a hero or a villain.

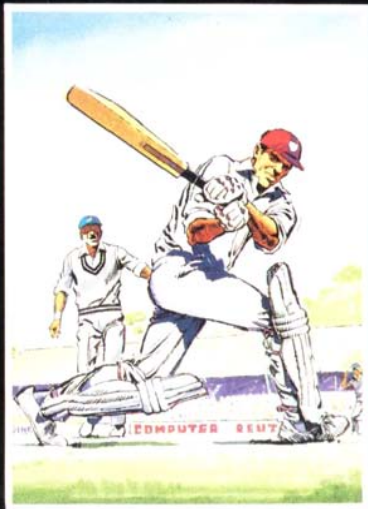
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Made in U.K.

CRL

TEST MATCH
Amstrad CPC464

TEST MATCH



CRL

For the Amstrad CPC464

TEST MATCH by Matthew Bradshaw

(Based on the original Spectrum 48K version by Derek Baker)

Hardware Required: Amstrad CPC464

INSTRUCTIONS

Both programs are loaded by pressing the CTRL and small blue ENTER keys at the same time, and then following the on-screen instructions.

Side (1) Test Match

Side (2) One Day Cricket

Each side contains two programs:

(1) Instructions

(2) The Game

THE GAMES:

TEST MATCH: Two innings are allowed for each side and the maximum duration of the game is 450 overs. A batting side may declare its innings closed at anytime. The game also allows the follow-on to be enforced. Each player can select any one of the international teams contained in the program or devise a personalised team of their own. Once play commences, caution is the watchword. You have to play very wisely to ensure that your top batsmen are not sacrificed foolishly (this will precede to an almost inevitable collapse) and that your weaker batsmen are brought along slowly to guarantee that they play to their best form. Also when bowling make sure that you don't exhaust your top bowlers.

ONE DAY CRICKET: The game is played with each team only allowed one innings. No declaration can be made during the game. The number of overs can be decided at the beginning of the game. As with Test Match the sides can be composed by the two team captains - although the play is randomly generated your actions will influence decisions at crucial times. **BEWARE THE RUN-OUT!!!**

CONTROLS

All necessary controls and playing instructions are prompted by the computer during play.

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Artwork by Phil Gascoine

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